Algebra 2™

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SYSTEM REQUIREMENTS

Apple® II, II+ or Franklin Ace™ 1000 • 48K RAM

Applesoft • DOS 3.3 • One disk drive

T.M.

SoftSmith™

SOFTWARE

Softsmith™

Algebra 2

APPLE II
FRANKLIN E4301

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SINGLE SIDED
DUAL DENSITY

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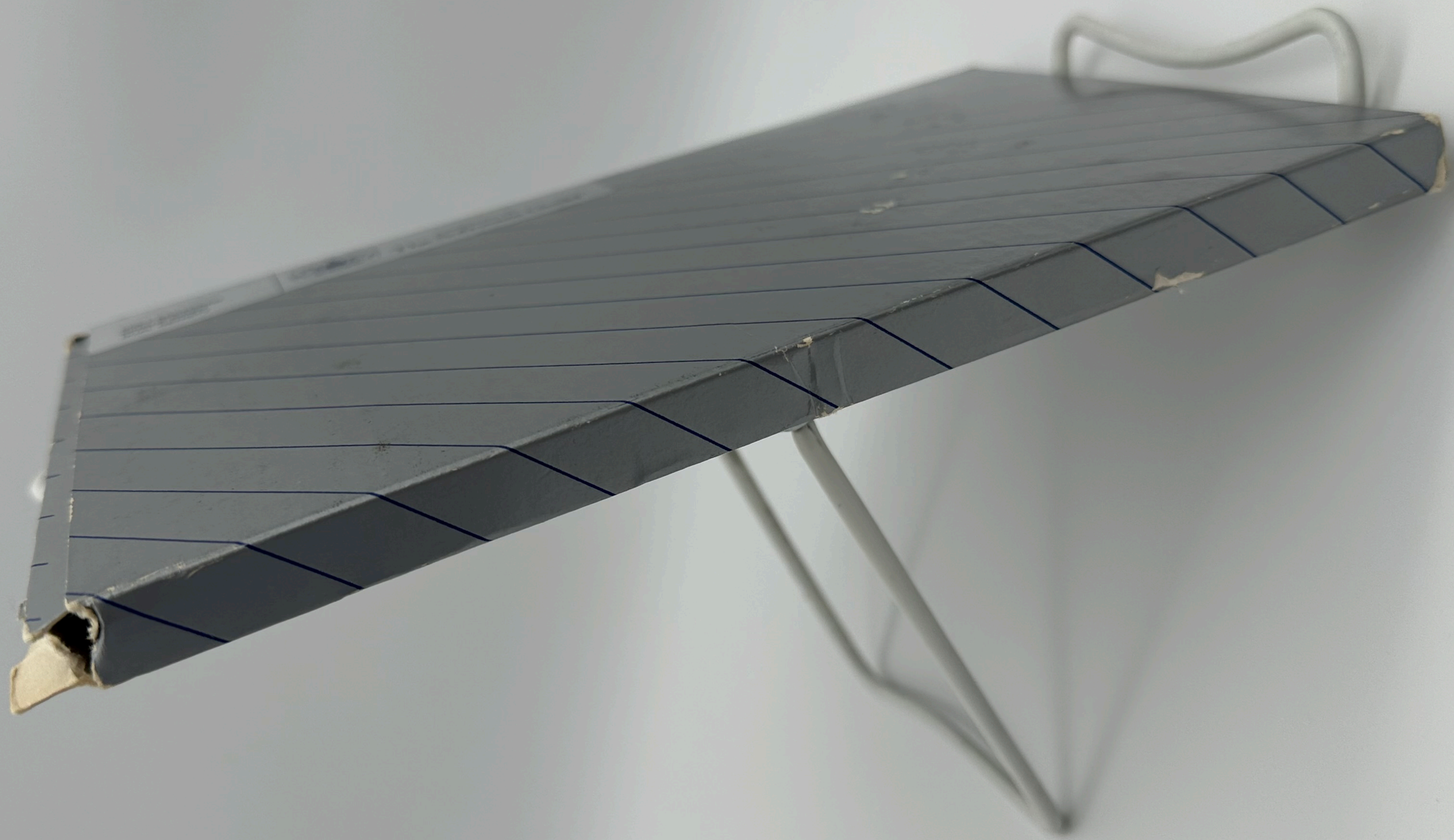

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PACKAGE CONTENTS

Algebra 2 Diskette
Instruction Booklet
Warranty Card

OVERVIEW

Algebra 2 is for students interested in developing fundamental algebra concepts beyond those contained in Algebra 1. Powerful computer techniques like colorful graphic displays, evaluation messages and flow charted maps make Algebra 2 the modern and easy way to study. Whether in a home or classroom environment, it's fun and successful because you customize the lessons to best suit your needs and learning pace.

Although this program is a self-contained unit, it represents only one part of a complete algebra learning system of five separate programs. The four units covered in Algebra 2 are: Addition of Real Numbers, Multiplication of Real Numbers, Solving Equations and Problems, and Solving Inequalities.

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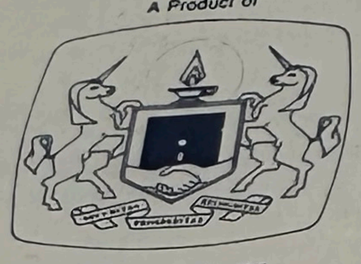

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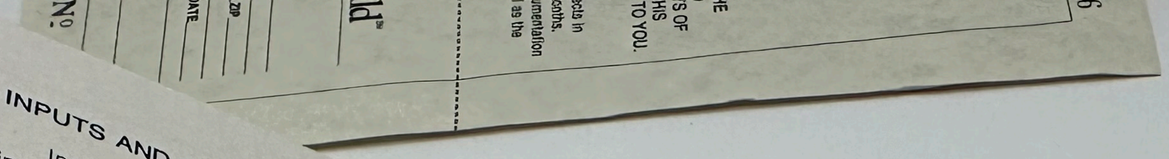

INPUTS AND OUTPUTS

Inputs are entries which you type into the computer. In this manual inputs are presented in one of two ways:

individual console keys <RETURN>, <3>, <P>
everything else *RUN, 09/12/82, Roger*

While running the program, the computer will be presenting a variety of information, prompts and messages to you on the screen. In this manual such outputs will be presented in boldface italics:

(sample output) ***Enter your name***

Note: The <CTRL> key operates like the shift key on a regular typewriter. If you are told to enter <CTRL-P>, just press <P> while holding the <CTRL> key down.

IMPORTANT TIPS

Handle your diskettes carefully and always keep them in their special jackets while not in use.

Do make sure the shift lock light is lit if running this program on the Franklin Ace. This program recognizes only capital letters.

Do not press <CTRL-C> while the program is running. Results are unpredictable and damage to your program may result.

Do not open the disk drive door while the "in-use" light is on. This may damage your diskette and render it unusable.

Do not try to make a copy of this disk. If during normal use something goes wrong with your diskette, please refer to the Troubleshooting section of this manual.

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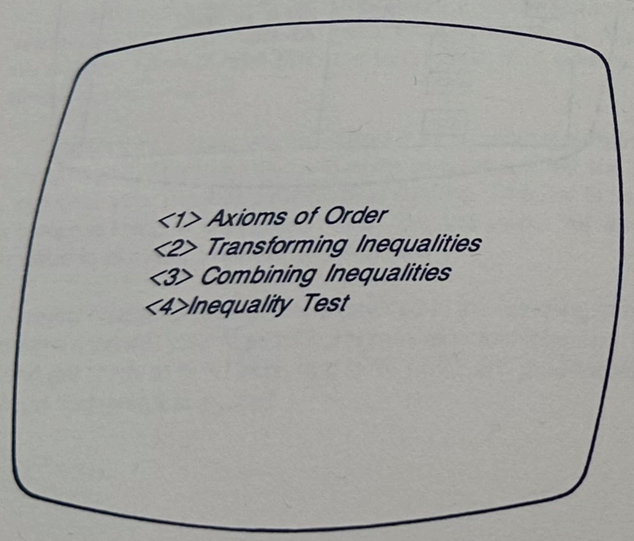
Select any desired program from the menu and press the number key for that program. The highlighted box on the left confirms your selection. If you have a color TV or monitor on your Apple II or Apple II+, you will notice that Algebra 2 uses color coordinated outlines around boxes on the Menu. These provide lesson sequence information to help remind you where you are in the course.

- *A white outline means that the unit post test has not been attempted.*
- *A green outline tells you that you passed a post test.*
- *A red outline warns you of areas in your program that you unsuccessfully attempted and need to review.*
- *A blue outline indicates a recommended unit.*

***Note:** To Franklin Ace Users: Although the color coding enhances your Algebra 2 program it is not a necessary feature.*

After you have entered your selection, a list of concepts associated with that lesson will appear. This is the first of two sub-menus. To get a better idea of these concepts look at "The Lessons of Algebra 2" section and notice the contents after each unit title. Here is a list of concepts the screen would display if you pressed <4> on the Algebra Menu.



Select the concept you wish to work with, and the second sub-menu (the mode selection screen) will appear. Mode selection gives you a choice about how you study concepts. Here are your choices and a brief description.

- Discussion: an explanation of concept terms.
- Rules: all rules associated with a concept are presented.
- Examples: for each concept there are many examples demonstrating how to apply that idea and how to solve related problems.
- Sample Problems: in each mode l6 test problems are presented. After each response a ***RIGHT*** is provided if the answer is correct, a ***WRONG***, or a ***NO***, with the correct answer given, if the response was incorrect.

In most cases you will want to examine all four to fully grasp the concept. Sometimes, however, you may just want to see an example or sample problem. The choice is always yours. After you have chosen the mode, the first page of the information contained in that mode will appear on the screen. When you have completed the unit, a post test is given to evaluate your knowledge of each concept.

NOTE: On the top of the screen display for each page you will notice in the upper left hand corner three letter/number groups. The letters are C, M, and P. The C refers to the concepts which are available on the menu. The M refers to the mode: One = Definitions; two = Rules; three = Examples; and four = Sample Problems. The P refers to the page number within that concept and mode. Sometimes there might be one page for a particular mode and in other cases there are multiple pages.